# FX Fighter Turbo

MANUAL

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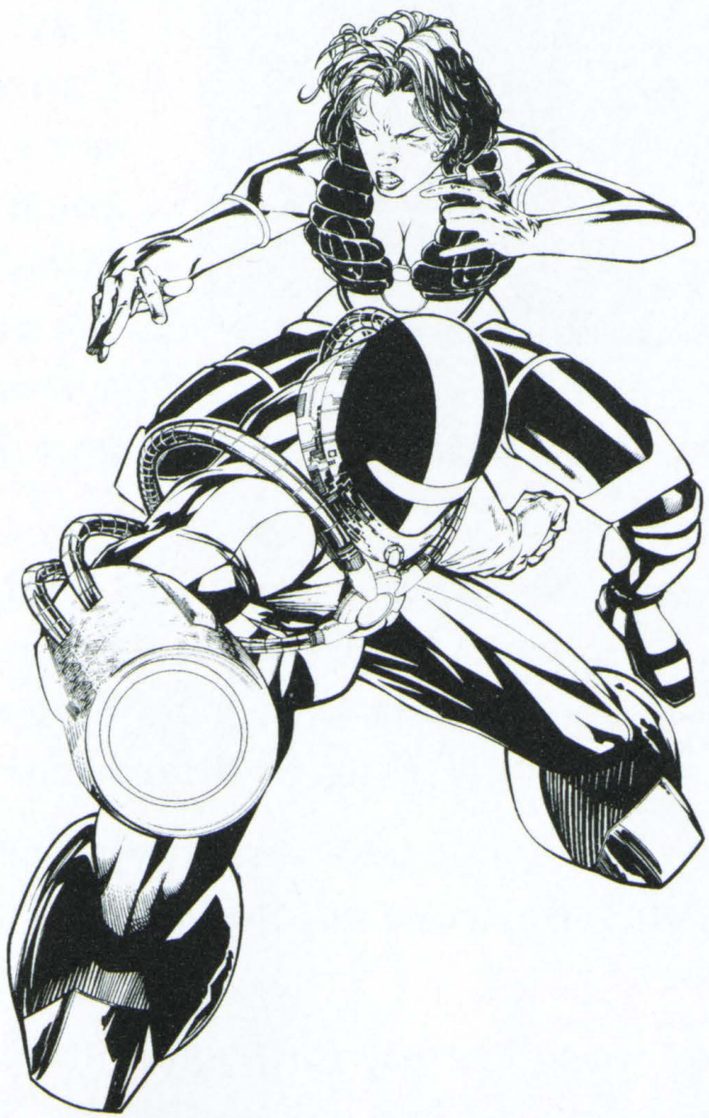
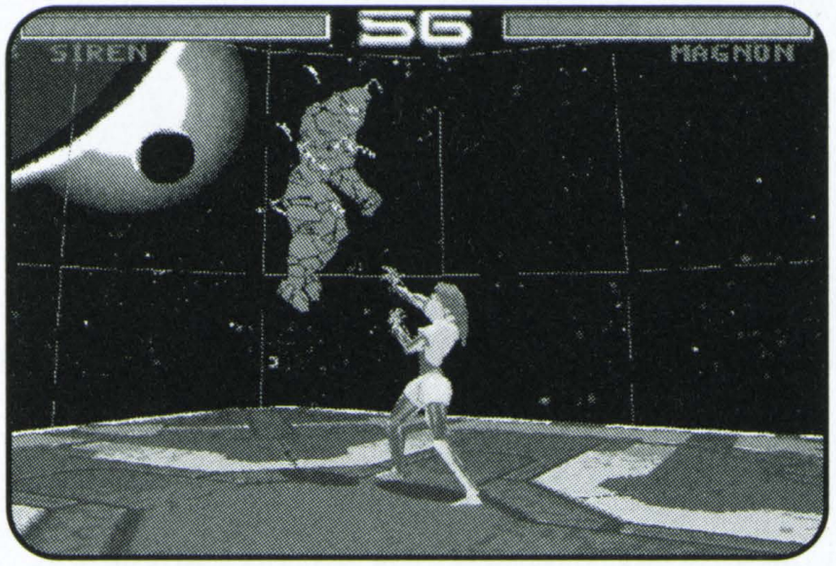
# TABLE OF CONTENTS


2 it All Started...
4 System Requirements
4 Getting Started...Game installation / Uninstalling / Starting the Game
5 Controlling the Game...Control Pad / Keyboard
8 Starting a Game...1 or 2 Players / Tournament & Endurance Mode
11 Options Menu...Detail, Controls & Bout Options / Statistics / Sound
16 Arenas
18 Character & Moves
19 Basic Moves
20 Linna
21 Kwondo
22 Jake
23 Ashraf
24 Kiko
25 Cyben 30
26 Sheba
27 Venam
28 Magnon
29 Siren
30 Rygil
31 iPX Network
31 Modem to Modem
32 Troubleshooting

# IT ALL STARTED...

...with the Cadre. Not much is known about this mysterious organization, except this: The Cadre are devoted to science, and fund their research by selling their often deadly technology to the highest bidder.




This time, the Cadre went too far. They created the incredible battle planetoid Anarchis. Their goal was to create the ultimate weapon, and they succeeded all too well. The Cadre realized that if Anarchis were to fall into the wrong hands, it could defeat them. This could not be allowed. To prevent this, they created an awesome fail-safe system, a huge thought-controlled computer to run the planetoid. This computer would respond only to the captain's thought.

With Anarchis safe, the Cadre turned to another project. Combining Human, Feran, and Manti genes, they sought to create the ultimate soldier. They augmented their genetic mix with mechanical, electronic, and organic sub-systems. They named the fruits of their labors Rygil.

But, once again, their success was their failure. Rygil became self-aware, and stole Anarchis. He traveled out into the universe to satisfy his maniacal lust for conquest.

The Aycul region wasn't ready for Rygil and Anarchis. The four major empires

in the region, the Human alliance, the Feran Empire, the Manti Collective, and the Cyben, co-existed in a fragile peace. This peace was about to be shattered.

When Rygil brought Anarchis into the Aycul Region, he called upon the various races to send their best fighter to his competition. The price of failure in the competition was the destruction of their planet. The prize for victory was Anarchis itself.

The four major empires sent their best, as did the Kanti of Tropis, the Karlakiaans, the Magment, and the inhabitants of Ursae. Sadly, none of the fighters were able to defeat the mad Rygil, and he used the power of Anarchis to destroy their planets. Rygil kept his defeated foes, forcing them to fight him, each other, and any new challengers that might appear, over and over and over again.

The Cadre set about to correct their mistakes. Using the Rygil technologies, they sought to create a better fighter. After two years of work, the Kwondo prototype was brought on-line. However, like Rygil, Kwondo manifested self-awareness and dangerous tendencies. After a costly struggle, Kwondo was destroyed.

Kwondo MKII, an android without the violent tendencies of the previous cyborgs, was the Cadre's next project. After five years of hard work, they succeeded and brought Kwondo MKII on-line.

The Cadre sent Kwondo out to fight Rygil and destroy Anarchis. Along the way, Kwondo met with Linna, one of the high-commanders of the Dhotis forces. Linna had managed to avoid the destruction of her planet, and had stood by in horror as it was destroyed by Anarchis. Now, together with Kwondo, it was time for revenge...

# SYSTEM REQUIREMENTS

- **Windows '95**
- **Pentium 60**
- **8 Mb RAM**
- **Hard drive, 20 Mb free**
- **SoundBlaster or 100% compatible sound card**
- **Local bus VESA compliant SVGA (256 colors)**
- **Double speed CD-ROM drive**
- **14.4 Modem or iPX compatible network (required only for modem or network play)**

# GETTING STARTED

## installing FX Fighter Turbo

***Important Note:*** *For additional technical information and troubleshooting tips, please consult the README file on CD-ROM or the Quick Reference card.*

## Windows® 95 installation

1. Insert the FX Fighter Turbo CD-ROM into your computer's CD-ROM drive.
2. Select "Install FX Fighter Turbo" from the window that appears.
3. Follow the on-screen instructions.

### Uninstalling FX Fighter Turbo under Windows 95

FX Fighter Turbo can be easily removed from your computer when you are finished playing. To uninstall FX Fighter Turbo, double click on the Add/Remove Programs icon located in the Control Panel folder. Highlight the FX Turbo listing and click on Add/Remove. (For more information, please see the Readme file on the CD-ROM or refer to the Quick Reference Card.)

### Starting the Game

1. From the Start menu, find the FX Fighter Turbo group under Programs.
2. Find the FX Fighter Turbo icon and click on it to start the game.

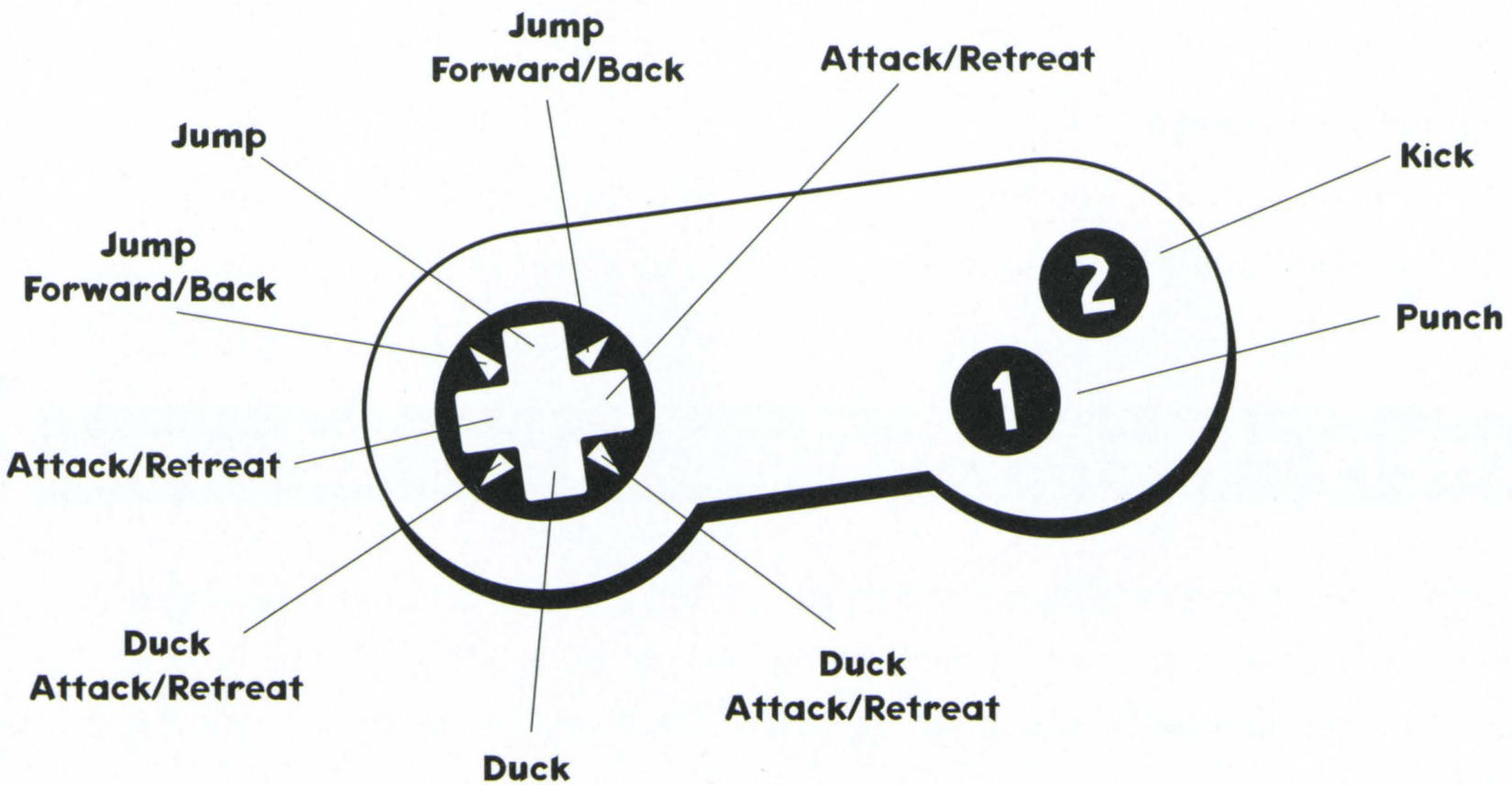
## CONTROLLING THE GAME

FX Fighter Turbo is a fast-pace fighting game, full of quick action and sudden violence, where you must use your fighting skills to defeat the cyborg Rygil, and destroy the horrible battle-planetoid, Anarchis. This section describes how the game functions work.

## Control Pad

If you are using a control pad, please refer to the diagram below:

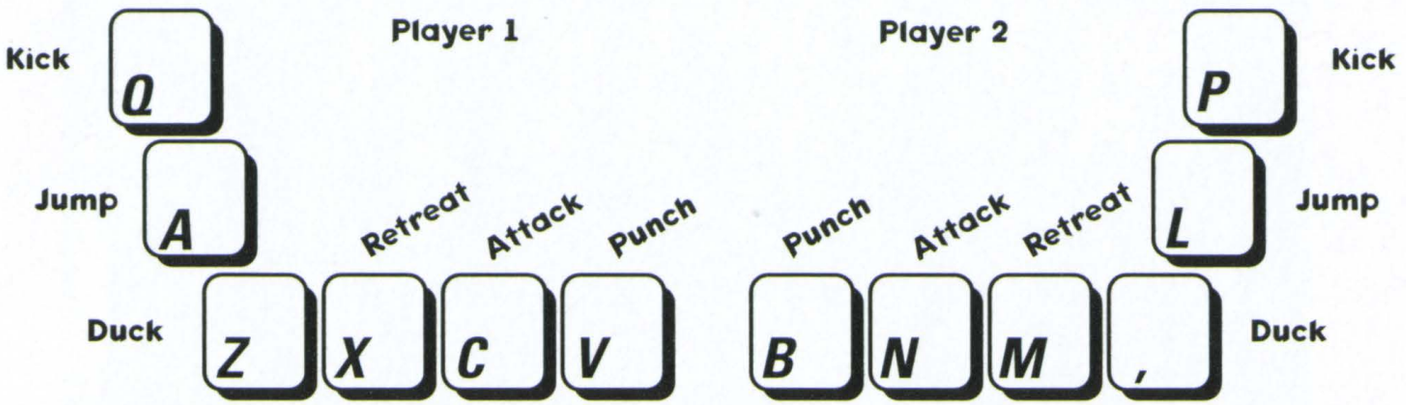
***Note that control orientation may be reversed, depending on your character's location relative to the opponent.***




**Attack=Move character towards opponent**
**Retreat=Move character away from opponent**
**Note: Configuration of gamepad buttons may differ.**

## Keyboard

If you are using the keyboard to play FX Fighter Turbo, please refer to the keyboard layout, below:




**Attack+Jump=Jump forward  Retreat+Jump=Jump backwards**
**Attack+Duck=Duck while attacking  Retreat+Duck=Duck while retreating**
**Duck+Attack/Retreat+Kick=Roll Left/Right (Keyboard & Control Pad)**

## Here are some additional controls:

| *Function* | *Player 1* | *Player 2* |
|---|---|---|
| Change character shading detail | f1 | f3 |
| Change character texture detail | f2 | f4 |
| Change ring texture | f5 | |
| Background on/off | f6 | |
| Pause | f12 | |

# STARTING A GAME

When you start FX Fighter Turbo, you'll see the MAIN menu:

To start a game, select the appropriate game type, and press Punch. ↑ and ↓ will move you up and down the menu. For more on the different game types, read on.

### 1 Player:

When this option is selected, you are prompted to pick a character. Use Player 1's control pad or keyboard controls to select the character you want. If you'd like to play a randomly selected character, pick the red **?** icon.

Once you've chosen your character, you'll see the character's portrait in the top of the screen. Now you need to choose your handicap. Use ← and → to select your desired handicap, and press Punch when you are done. Once you are finished, the computer selects your first opponent, and your first match starts right away.

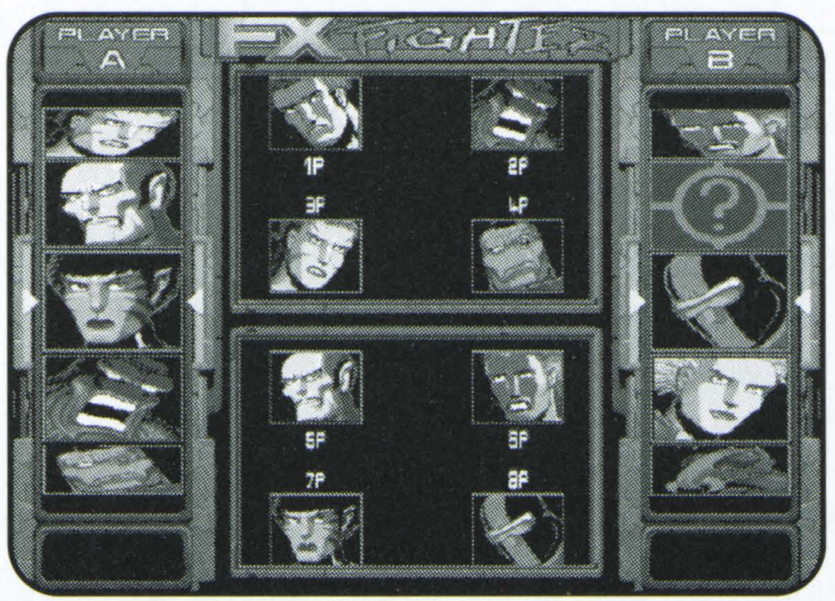
## 2 Player:

When this option is selected, each player is prompted to pick a character. Use the respective player's control pad or keyboard controls to select the character desired. Once again, a randomly selected character is available by picking the red **?** icon.

When the characters are chosen, it is time to select a handicap for each player. Use the respective ← and → to select the desired handicap, and press Punch when finished. Once the handicaps are decided, Player 1 can use ↑ and ↓ to select one of the arenas. Press Punch to start the game.

## Tournament:

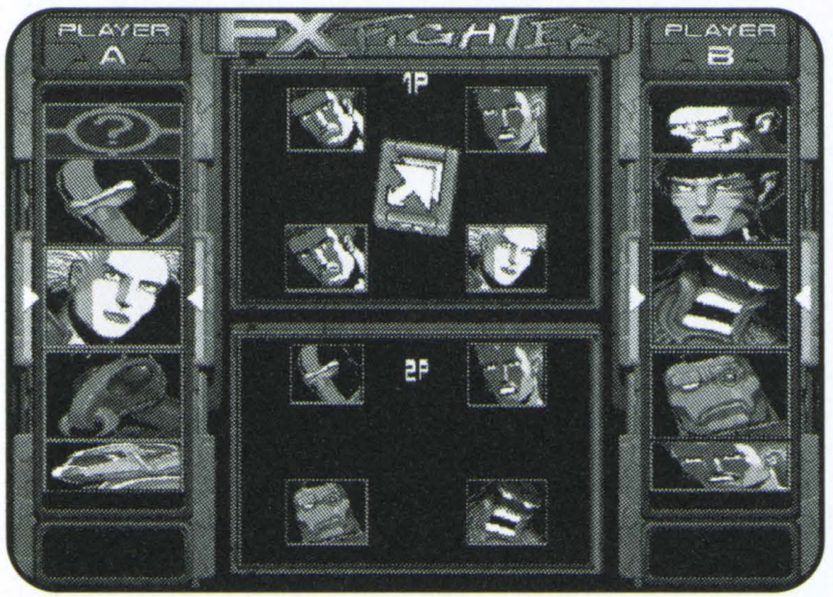
When this option is selected, both screens rotate to allow you to select the number of players. Use ← and → to choose how many players you desire, and press Punch. The maximum number of entrants is eight. Once you've selected the number of players, the screen rotates to show



empty boxes. Each player needs to select a character, as per above. Odd number players (1, 3, 5, 7) use the Player 1 controls to choose their character; even number players (2, 4, 6, 8) use the Player 2 controls to choose their characters.

Once all of the characters have been chosen, the computer selects a number of AI opponents to fill out the tournament. Then the bouts begin! If there is a match where the computer is playing both combatants, you can skip to the next match by pressing Punch on Player 1's controls.

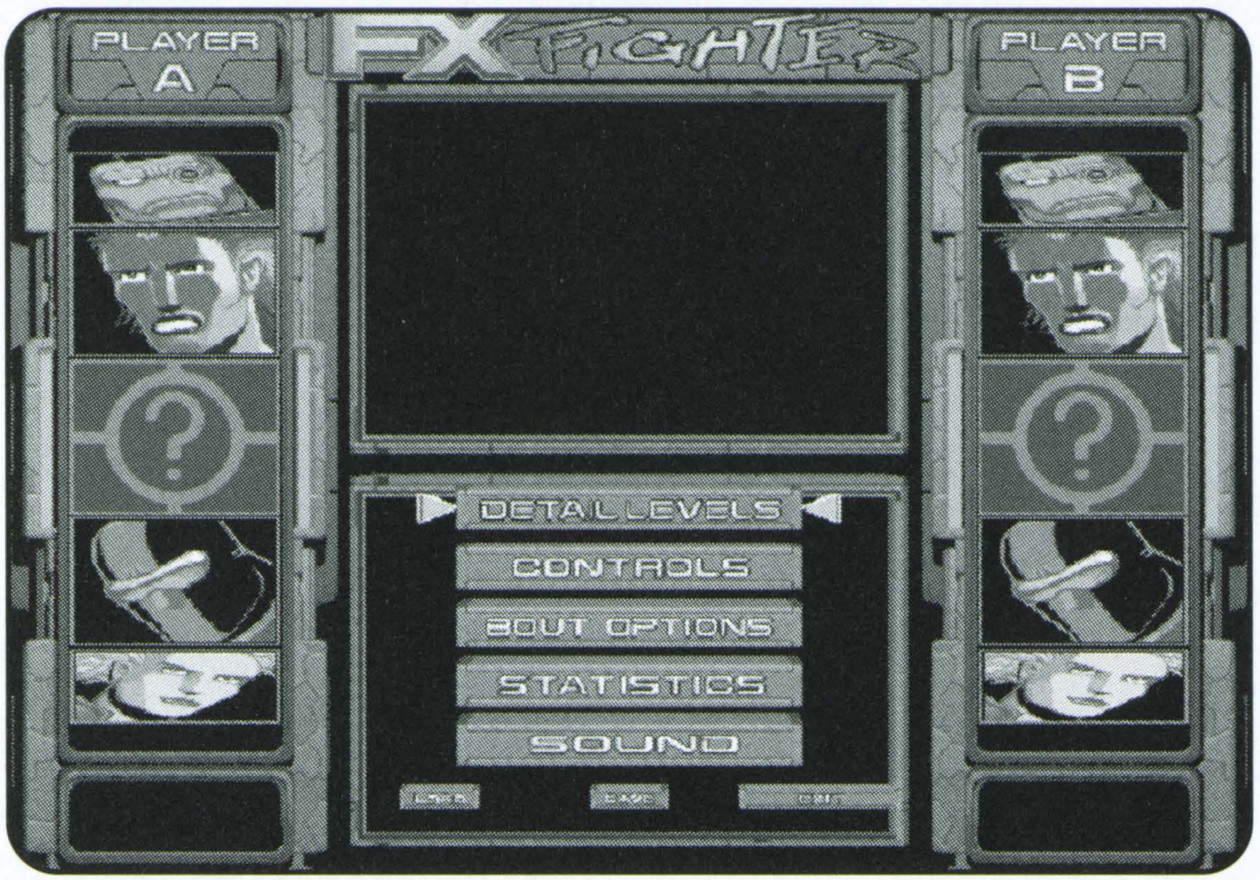
**Endurance Mode:**




When this option is selected, both screens rotate to allow both players to select the number of characters they wish to use. Use → and ← to select the number of characters. Once the number of characters have been selected, press Punch to proceed with character selection, as per above.

Once you've chosen your character, you'll see the character's portrait in the top of the screen. Now you need to choose your handicap. Use ← and → to select your desired handicap, and press Punch when you are done. The computer now selects your first opponent in the order the players were selected, and your first match begins.

# OPTIONS MENU




The OPTIONS menu allows you to control various aspects of FX Fighter Turbo. The following section helps you understand these options.

### Detail Level:

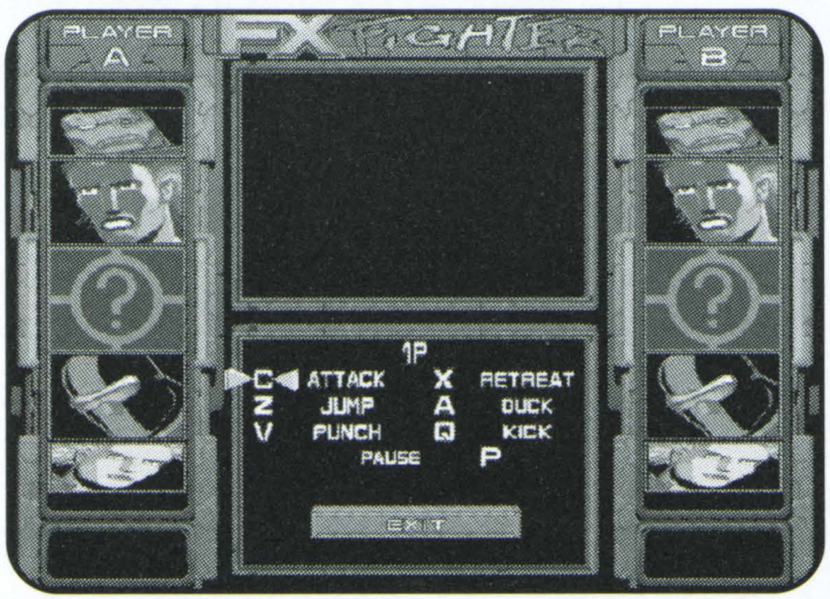
This allows you to determine the level of detail being used to display images; using less detail speeds up the display.

The first option selects whether the character detail is on or off for either player. When this option is highlighted, press ← and → to change from ON to OFF.

The second option selects what level of arena detail is used; the first part selects the floor texture, and the second part selects the floor detail. When the Floor Texture option is highlighted, press ← and → to change between Flat, Textured, or Perspective (in increasing detail). When the Floor Detail option is highlighted, press ← and → to change between Low, Medium, or High detail.

When you have the settings you want, highlight Exit to and press Punch to return to the Options menu.

**Controls:**



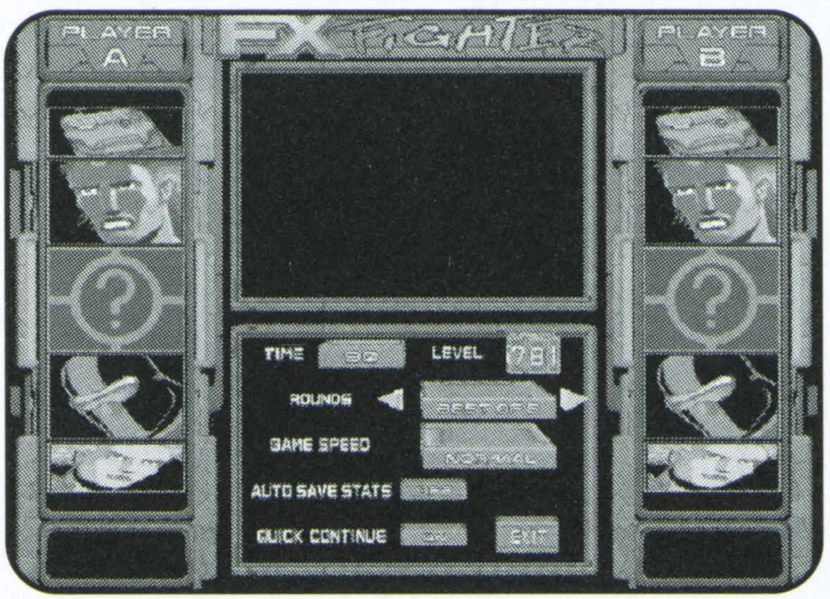

This allows you to configure your controller. The section on the left-side of the screen details Player 1's options; Player 2's options are on the right side.

The first option selects whether the players are using the keyboard or a control pad to control his character. When this option is highlighted, press ← and → to change from one to the other.

The second option allows the player to redefine the keys. When selected, the bottom of the screen rotates to show the above screen.

Each move has a key description next to it. Use↑ and ↓ to move through the options. When you find an action you'd like to redefine, press Punch. The key description disappears. Press the key you'd like to use for this option, and it appears next to the move. Repeat this sequence to redefine the other keys, if so desired. When you are happy with your selection, highlight Exit and press Punch.

**Bout Options:**




When this screen is selected, the lower screen rotates to show the following sub-menu:

Use ↑ and ↓ to move up and down the menu.

When TIME is highlighted, use ← and → to select between 30, 60, 90, and infinity seconds.

When LEVEL is highlighted, use ← and → to select the AI's difficulty level between 1 and 8; the higher the number, the tougher the AI.

When BEST OF ROUNDS is highlighted, use ← and → to select between 1, 3, 5, and 7 rounds needed to win the match.

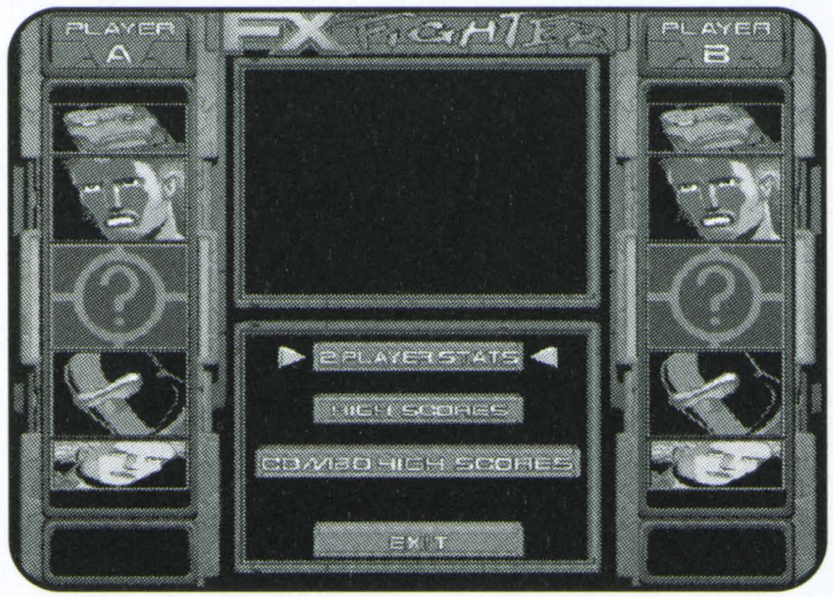
When GAME SPEED is highlighted, use ← and → to select between slow, normal, fast, and turbo game speeds.

When AUTO SAVE STATS is highlighted, use ← and → to enable or disable automatic saving of the game statistics such as high score tables to the hard disk.

When QUICK CONTINUE is highlighted, use ← and → to select between same and new characters.

Selecting EXIT will return you to the OPTIONS menu.

**Statistics:**




When this option is selected, the lower screen rotates to show you the following sub menu:

2 PLAYER STATS shows the outcome of the last 2-player game.

HIGH SCORES shows you the highest scoring players' initials and rankings.

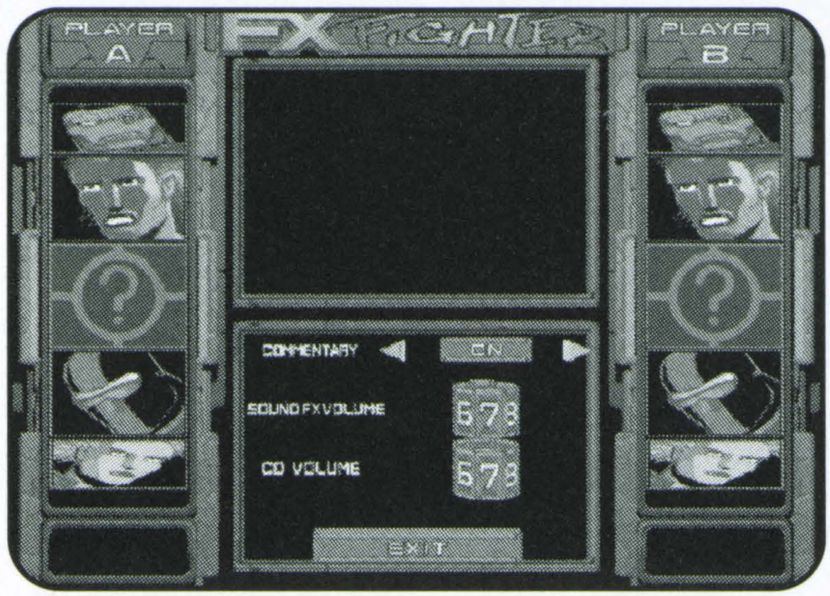
COMBO HIGH SCORES shows you the largest number of combos performed for each character.

EXIT returns you to the OPTIONS menu.

**Load:**

Selecting this option restores all options to their default settings. All DETAIL LEVEL values are calculated to enable FX Fighter Turbo to run at its optimum speed on your PC.

## Sound:




When this option is selected, the lower screen will rotate to show the following sub menu:

COMMENTARY allows you to use ← and → to select between on and off.

SOUND FX VOLUME allows you to use ← and → to select the volume level for the sound effects. Selecting 0 turns the FX off; selecting 7 sets the sound FX at their loudest.

CD VOLUME allows you to use ← and → to select the volume level of the CD music. Selecting 0 turns is off; selecting 7 sets it at the highest level.

EXIT returns you to the OPTIONS menu.

## Save:

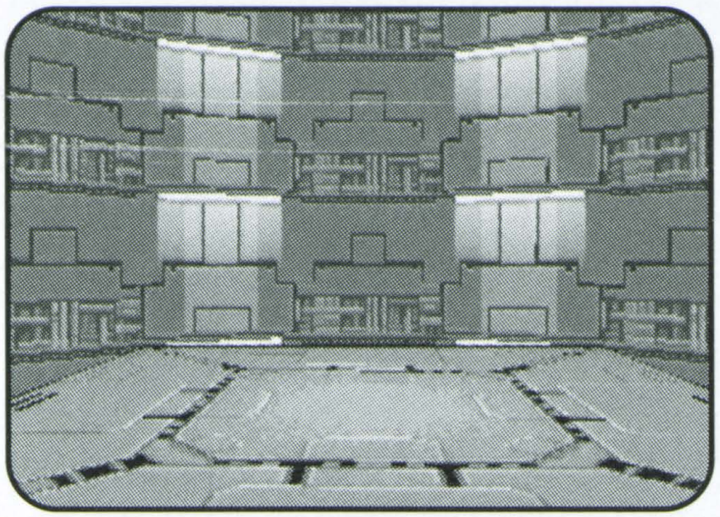
Selecting this option saves the current option settings to your hard drive

## Exit:

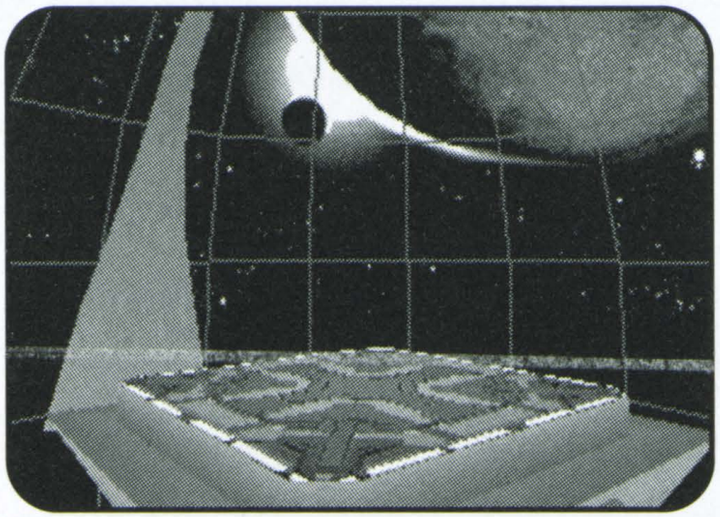
Selecting this button returns you to the MAIN menu.

# ARENAS

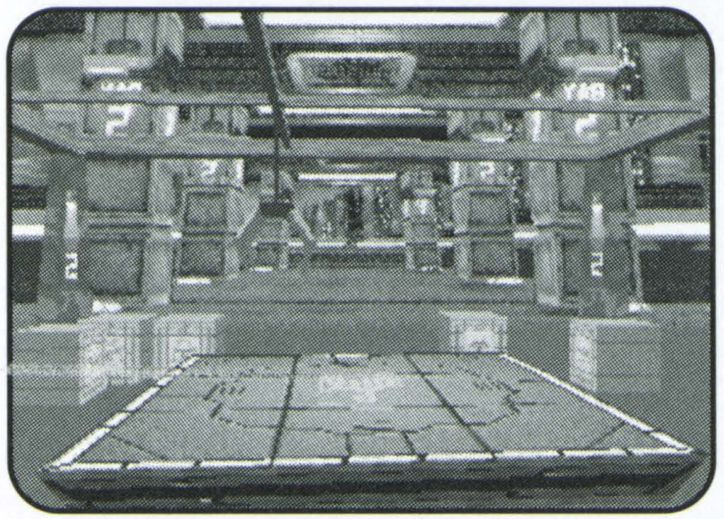
There are 11 arenas where the fighting competition can take place. Each one is a simulation of the alien fighters' home planets.



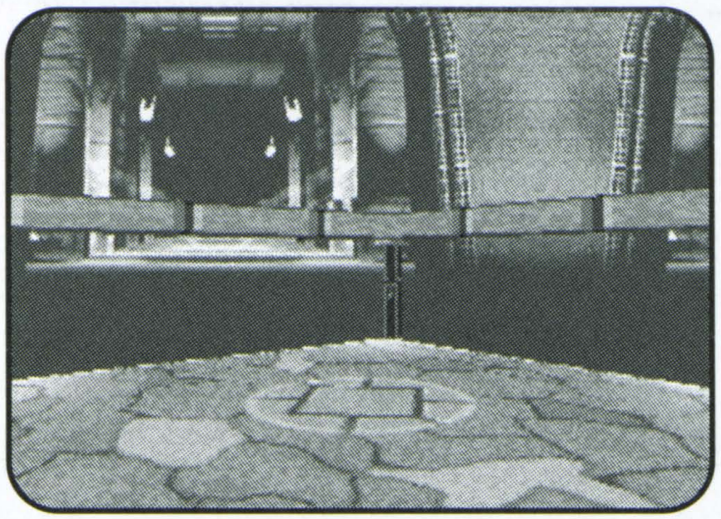
Linna



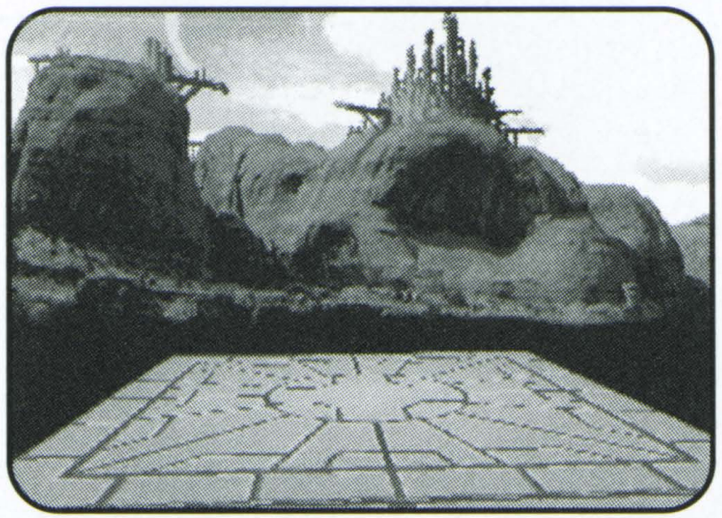
Kwondo



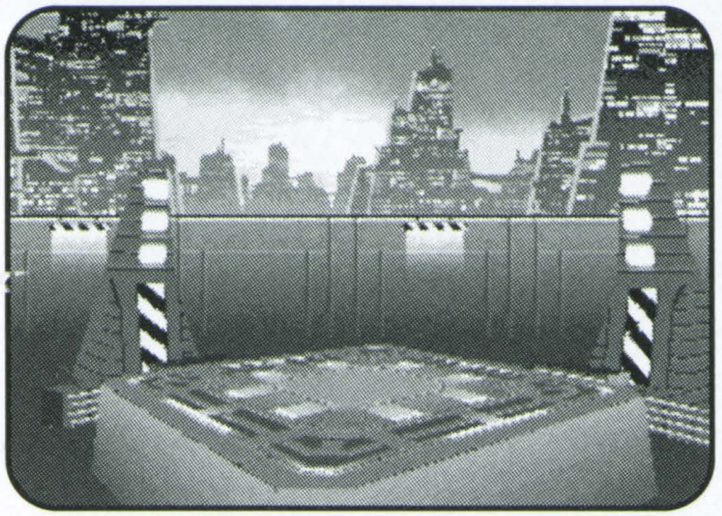
Jake



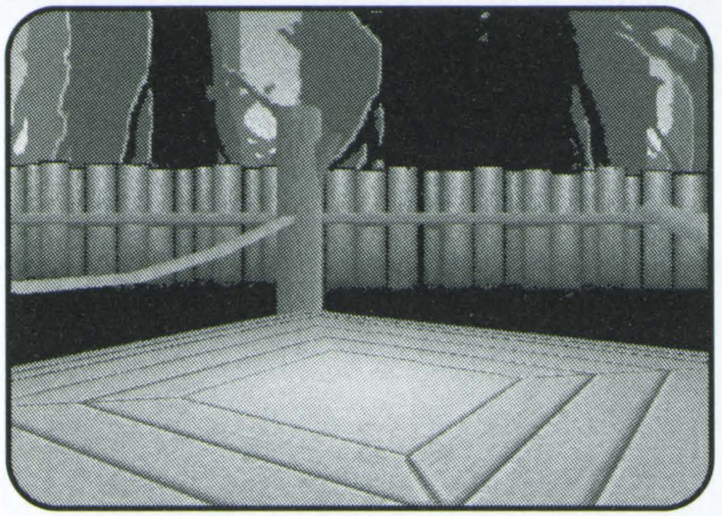
Ashraf



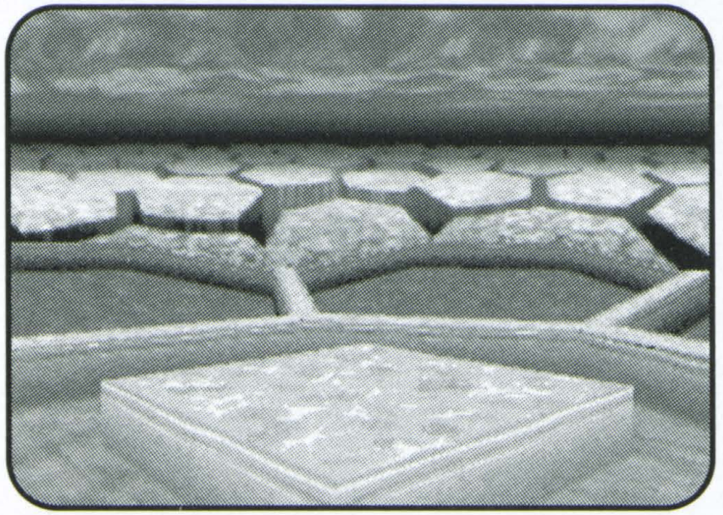
Kiko



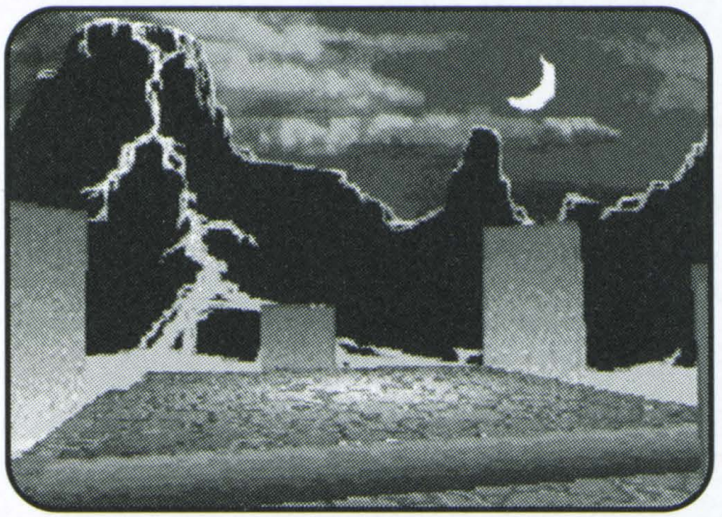
Cyben 30



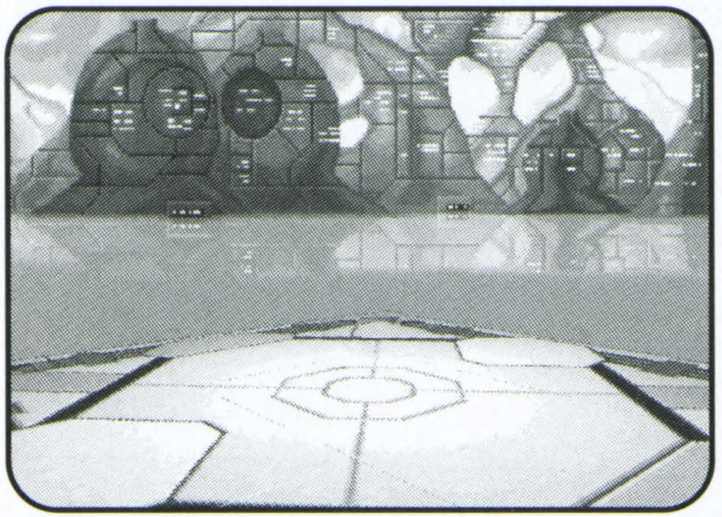
Sheba



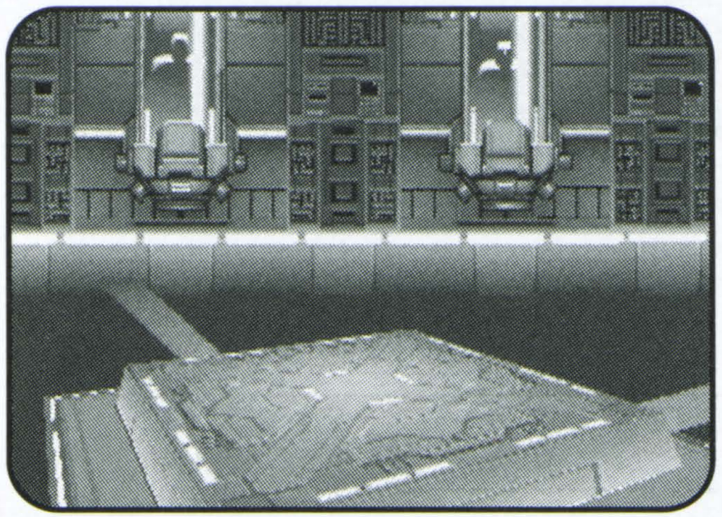
Venam



Magnon



Siren



Rygil

# CHARACTERS & MOVES

## Understanding the Character Move List

The move sequences are depicted using arrow keys and letters for simple interpretation on implementing combo moves while using a control pad (This is recommended for optimum control of your fighter). If you are using a keyboard to control your fighter, please refer to the keyboard layout in the "Controlling the Game" section of this manual to execute combo moves.

***Important Note:*** *All moves assume that you are a fighter facing RIGHT toward your opponent. Reverse the direction of your moves if you are a fighter facing LEFT.*

P = Punch

K = Kick

[ + ] = Press the corresponding keys within the brackets, simultaneously. For example, [→ + K] means press "attack" and "kick" keys simultaneously.

Regular Type (← → ↑ ↓ ↖ ↗ ↙ ↘ **k** **p**) = Tap key or button

Bolded Type (**←** **→** **↑** **↓** **↖** **↗** **↙** **↘** **K** **P**) = Hold key or button down

# BASIC MOVES

| | |
|---|---|
| **Attack** | → |
| **Run Forward** | → → |
| **Retreat** | ← |
| **Run Backwards** | ← ← |
| **Jump Up** | ↑ |
| **Duck** | ↓ |
| **Kick** | K |
| **Punch** | P |
| **Block** | [P + ←] |
| **Jump Kicks** | [↑ + K] or [↗ + K] or [↖ + K] |
| **Hop Attack Kick** | [↗ + K] |
| **Hop Up Kick** | [↑ + k] |
| **Hop Attack Punch** | [↗ + P] |
| **Hop Up Punch** | [↑ + p] |
| **Ducking Kick (when ducking)** | K |
| **Ducking Punch (when ducking)** | P |
| **Roll in or out of Screen** | [↘ + K] or [↙ + K] |

# LINNA

Linna is the veteran of a thousand year war. On her return to her homeworld, she found it destroyed and vowed to get her revenge. She followed Anarchis and witnessed the destruction of the Aycul system. Linna's fighting style is heavily kick-based, and augmented by the use of her retractable arm spike.

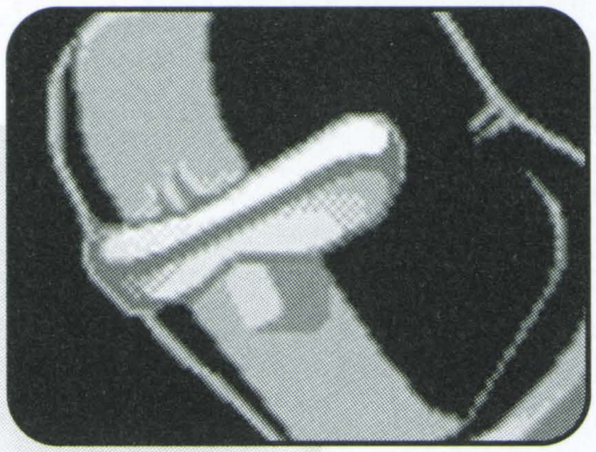
| | |
|---|---|
| **Forward Kick** | **[→ + K]** |
| **Jumping Double Kick** | **→ K** |
| **Double Head Kick** | **→ [→ + K]** |
| **Backflip Kick** | **[↖ + k]** |
| **Standing Sweep (from stand)** | **[↓ + K]** |
| **Neck Chop** | **[→ + P]** |
| **Uppercut** | **[↑ + p]** |
| **Jumping Crescent Kick** | **[↑ + K]** |
| **Flying Triple Kick** | **[↗ + K]** |
| **Roll Away Kick** | **[← + K]** |
| **Running Sweep** | **→ → K** |
| **implate Throw/Punch (while standing)** | **[↘ + P]** |
| **Back Throw (up close)** | **[↖ + P]** |

**Bloodlust Move**

| | |
|---|---|
| **Blood Throw (up close)** | **↑ k** |

# KWONDO

Kwondo was created by the mysterious Cadre as an answer to the scourge of Rygil. Kwondo was given the mission to seek out Rygil, capture him, and destroy Anarchis. Kwondo's fighting style involves the use of powerful punches and kicks with the aid of his gun-arm.



| | |
|---|---|
| **Neck Grab** | **[→ + P]** |
| **Big Punch** | **[↓ + P]** |
| **Uppercut (while ducking)** | **[↘ + P]** |
| **Grab 'n' Knee (up close, standing)** | **↓ K** |
| **Grab 'n' Knee x3 (up close, standing)** | **↓ [→ + K]** |
| **Double Uppercut** | **→ → P** |
| **Elbow Charge** | **[↘ + P]** |
| **Headbutt** | **[↑ + P]** |
| **Plasma Blast (release punch to fire it)** | **↓ [→ + P]** |
| **Plasma Throw (up close)** | **[← + K]** |
| **Roundhouse Kick** | **← K** |
| **Forward Kick** | **[→ + K]** |
| **Toss Throw (up close)** | **[↗ + P]** |

**Bloodlust Move**

| | |
|---|---|
| **Gun Happy (up close)** | **[↑+ k]** |

# JAKE

Jake is a human from the planet Sentral. As a bodyguard for many powerful people on his homeworld, he was chosen to compete in the original tournament. His fighting style is a mixture of power and ferocious combos.

| | |
|---|---|
| **Roundhouse Kick** | **[← + K]** |
| **2x Punch + Kick** | **→ ← P** |
| **Head Butt** | **→ [→ + P]** |
| **Face Pounder (up close)** | **→ → P** |
| **Ear Slap** | **[↑ + p]** |
| **Forward Kick** | **[→ + K]** |
| **Spinning Back Punch** | **← P** |
| **Shoulder Charge** | **[→ + P]** |
| **Heavy Punch** | **[↓ + P]** |
| **Grab 'n' Knee (up close)** | **→ [← + K]** |
| **Pick-Up Throw** | **→ [↓ + P]** |
| **Twisting Uppercut** | **← [→ + P]** |

**Bloodlust Move**

| | |
|---|---|
| **Face Smash & Back Break** | **[↑ + k]** |

# ASHRAF

Ashraf is a monk from the planet Karlak. His is an incredibly old and wise race, devoted to peace and spiritualism. Ashraf's fighting style is a mixture of speed and throws, backed up with the ability to concentrate his psychic power to form a weapon.

| | |
|---|---|
| **2x Punch** | → ← P |
| **Fireball** | ← [→ + P] |
| **Roundhouse Kick** | [← + K] |
| **Jumping Roundhouse** | ↑ K |
| **Forward Kick** | [→ + K] |
| **Cross Body Chop** | [→ + P] |
| **Elbow Charge** | [↘ + P] |
| **Heavier Cross Body Chop** | → [→ + P] |
| **Swipe Punch** | ↓ p |
| **Handstand Kick** | → [← + K] |
| **Flip Forward Kick** | → [↙ + K] |
| **Roundhouse Sweep (while ducking)** | [↙ + K] |
| **Back Break Throw (up close)** | → [↓ + P] |
| **Turn and Throw (up close)** | → [↑ + P] |

**Bloodlust Move**

| | |
|---|---|
| **Knee Breaker & Stomp** | ↑ k |

# KIKO

Kiko is a Kanti. The Kanti have spurned technology and live very close to nature. Kiko's fighting style is a balanced mixture of punches, kicks and throws, whilst her throwing star can be used to devastating effect.

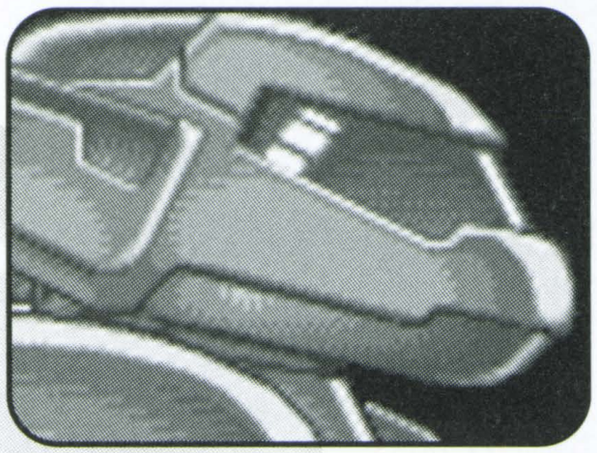
| | |
|---|---|
| **Triple Kick** | k K |
| **Throwing Star** | ← [→ + P] |
| **Roundhouse Kick** | [← + K] |
| **2-Handed Punch** | [→ + P] |
| **Reverse Head Kick** | [↓ + K] |
| **Rising Double Kick** | → [→ + K] |
| **Backflip Kick** | [↖ + K] |
| **Forward Kick** | [→ + K] |
| **Roundhouse Sweep (while ducking)** | [↙ + K] |
| **High Knee** | → [ ↓ + K] |
| **Axe Kick** | ← [→ + K] |
| **2x Spinning Punches + Kick** | ← [←+ P] |
| **Overhead Throw (up close)** | → [↙ + P] |
| **Knee Throw (up close)** | → [→ + P] |
| **Trounce Punch (when opponent is on the ground up close)** | [↘ + P] |

**Bloodlust Move**

| | |
|---|---|
| **Back Break** | [↑ + k] |

# CYBEN 30

Cyben 30 is a member of the Cyben race. This race is composed entirely of robots. Cyben 30 relies on his speed and strength and has numerous special attacks.



**Blastoff Throw (up close)** [↑ + P]

**Rotor Arm Attack** → [→ + P]

**Heli Punch (Hold Punch to continue spinning)** [↓ + P]

**Rocket Punch** ← [→ + P]

**Forward Kick** [→ + K]

**Cyben's Shock (Up close)** [→ + P]

**Roundhouse Kick** [ ↓ + K]

**Double Kick** → [→ + K]

**Roll Away Kick** [← + K]

**Sweep (while ducking)** [↙ + K]

**Bloodlust Move**

**Whisk** [↑ + k]

# SHEBA

Sheba was the champion from the Feran race. Her planet Romb was dominated by her feline race. Sheba's fighting style is based on speed and high and low attack combinations.

| | |
|---|---|
| **Slash and Kick** | **← [→ + P]** |
| **Jumping Roundhouse** | **↑ K** |
| **Head Kick** | **[→ + K]** |
| **Downward Slash** | **[↓ + P]** |
| **Cartwheel Kick** | **[↖ + K]** |
| **Two-Handed Uppercut** | **[↑ + P]** |
| **Jumping Spin Kick** | **← [→ + K]** |
| **Roundhouse Kick** | **[← + K]** |
| **Take Down and Rake (up close)** | **→ [ ↓ + K]** |
| **Frank 'n' Steiner** | **→ → K** |

| | |
|---|---|
| **Heavy Claws (when crouched)** | **p P** |
| **Claw Charge (when crouched)** | **[→ + P]** |

**Bloodlust Move**

| | |
|---|---|
| **Fists of Fury (up close)** | **[↑ + k]** |

# VENAM

Venam is a female Manti hive guard. Her race is insectoid in appearance and structure and was the most highly developed race on her planet of Perea. Venam has a strange spinning fighting style which uses her multi-jointed arms to good effect.

| | |
|---|---|
| **Swipe Punch** | **→ P** |
| **Uppercut** | **← P** |
| **Knee Strike** | **← K** |
| **Twirling Punch** | **↑ P** |
| **Face Bite (up close)** | **→ [↙ + P]** |
| **Poison Spit** | **← → P** |
| **Overhead Throw (up close)** | **→ [↓ + P]** |
| **Leg Throw (up close)** | **← [→ + K]** |
| **Roundhouse Kick** | **[← + K]** |

**Bloodlust Move**

| | |
|---|---|
| **Disemboweller** | **[↑ + k]** |

# MAGNON

Magnon is a Magman from the planet Inferno. His race is based on silicon rather than carbon and can withstand the intense pressure on his homeworld. Magnon's fighting style is power and throw based.

| | |
|---|---|
| **Forward Elbow** | **[→ + P]** |
| **Bearhug (up close)** | **[← + K]** |
| **Windmill Punch** | **← [→ + P]** |
| **Double Stomp** | **→ → K** |
| **Toss Throw (Up close when opponent is ducked)** | **[↘ + P]** |
| **Roll Attack (while ducking)** | **[↘ + P]** |
| **Double Uppercut** | **→ [→ + P]** |
| **Forward Kick** | **[→ + K]** |
| **Elbow Attack** | **[↓ + P]** |
| **Lava Breath** | **← [→ + K]** |
| **Knee Attack** | **↑ K** |
| **Two-Handed Face Punch** | **[↑ + P]** |

**Bloodlust Move**

| | |
|---|---|
| **Trouser Press** | **[↑ + k]** |

# SIREN

Siren is the last of her goddess race from the planet Ursae. She had lain dormant on her planet until Rygil's challenge awakened her. She is fast and strong and mainly uses her legs and telekinetic powers to overcome her opponents.

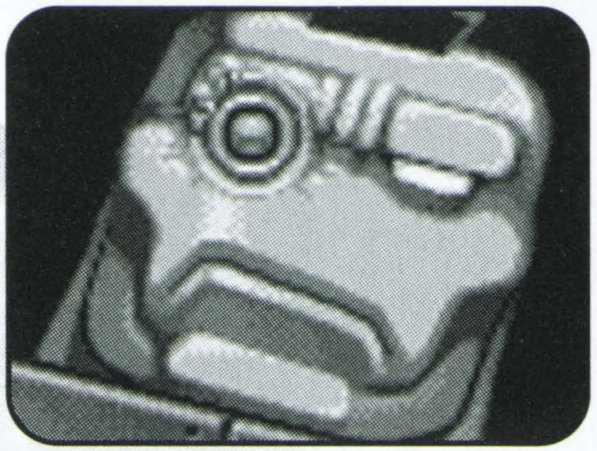
| | |
|---|---|
| **Backflip Kick** | **↖ K** |
| **Salmon kick** | **→ → K** |
| **Mid-Kick** | **[→ + K]** |
| **Levitation Throw (up close)** | **[↑ + P]** |
| **Back Throw (up close)** | **→ [↓ + P]** |
| **Back Kick** | **[← + K]** |
| **Running Sweep (while running)** | **[↘ + K]** |
| **Uppercut (while ducking)** | **[↘ + P]** |
| **Great Ball of ice** | **← [→ + P]** |
| **Sweep from Roll in or out** | **[↘ + K] or [↙ + K] [↘+K]** |

**Bloodlust Move**

| | |
|---|---|
| **Feet Freeze Knee Break** | **[↑ + k]** |

# RYGIL

Rygil is a battle cyborg created by the Cabal. After his activation he went mad and stole the battle planetoid Anarchis. Rygil's fighting style is solely based around power although his optic laser can slice through opponents like a knife through butter.



| | |
|---|---|
| **Grab and Throw** | **→ P** |
| **Reverse Kick** | **[← + K]** |
| **Heavy Back Hand Uppercut** | **[↑ + p]** |
| **Pickup and Throw (when at opponents feet)** | **[↑ + P]** |
| **Roundhouse Sweep** | **[↓ + K]** |
| **Forward Kick** | **[→ + K]** |
| **Roll toward kick** | **← [→ + K]** |
| **Spinning Arm Attack** | **→ [→ + P]** |
| **Headbutt Throw** | **[↓ + P]** |
| **Headbutt Throw (3 hits)** | **↓ [→ + P]** |
| **Axe Kick** | **→ [→ + K]** |

**Bloodlust Move**

| | |
|---|---|
| **Laser Beam (up close)** | **[↑ + k]** |

## IPX NETWORK PLAY

For network play, both players select the network button on the main menu. A dialogue box will appear showing the choices you have for remote competition. Both players choose "IPX Network."

Player 1 chooses new session while Player 2 waits for Player 1's session to appear in his dialogue box. Once this has appeared, Player 2 must choose the session he wants to join. Both machines will now display a message: "waiting for network player." Once the machines have synched, both players will get to choose a character and the game will continue as normal.

## MODEM PLAY

For modem play, both players select the network button on the main menu. A dialogue box will appear showing the choices you have for remote competition. Both players choose "Modem."

Player 1 chooses a new session and a message will appear: "waiting for other player." Player 2 must choose a session, enter the telephone number of Player 1 and click OK. Player 2 can now dial into Player 1. Once the machines have synched, both players will get to choose a character and the game will continue as normal.

# TROUBLESHOOTING

If you are experiencing any problems with installing or playing FX Fighter Turbo, please refer to the Troubleshooting section on the Quick Reference Card. If the problems continue, contact our technical support specialists via telephone, fax, e-mail, or the internet.

**Phone:** **(619) 431-4264 Mon - Fri, 8am-5pm (PST)**

**Fax:** **(619) 431-8755**

**e-mail:** **gtechsup@im.gte.com**

**internet:** **http://www.im.gte.com**

***When contacting us, please have the following information ready:***

CPU Type (Pentium 60, 90, etc.)

RAM Configuration

Video Card Make/Model

Sound Card Make/Model and setting (IRQ, DMA, Port)

CD-ROM Drive Make/Model

Contents of CONFIG.SYS and AUTOEXEC.BAT files

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PART #RM 5020-0996